

**REMARKS**

Applicant thanks the Examiner for acknowledging the claim for foreign priority and receipt of the priority documents. Applicants thank the Examiner for accepting the drawings filed on September 14, 2001.

Claims 1-12 are all of the pending claims; claims 1 and 7 are independent.

**Claim Rejections 35 U.S.C. § 112**

Claims 1-6 are rejected under 35 U.S.C. § 112, second paragraph, as being allegedly indefinite. Applicant has amended claims 1 and 6 accordingly.

**Claim Rejections 35 U.S.C. § 102/103**

Claims 1-8 and 10-12 are rejected under 35 U.S.C. § 102(b) as being allegedly anticipated by Cumbers (U.S. 6,142,876); Applicant has treated this rejection as a rejection based on Cumbers as §102(e) prior art. Claim 9 is rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Cumbers. Applicant respectfully traverses these rejections.

With respect to independent claims 1 and 7, the Examiner alleges that “Cumbers discloses a game machine with a player identifier (Figure 2; column 4, lines 9-14), a data storage that stores personal information (Column 2, line 62- column 3, line 8) of a plurality of players.”

In addition, the Examiner alleges that Cumbers discloses a “game environment manager that reads out the personal information of the player identified by the player identifier from the data storage and automatically sets up a game environment (Column 5, lines 24-32) based on the read out personal information.” In fact, there is no teaching or suggestion in Cumbers that the

game environment itself is in any way based on personal information, and it appears that Cumber is designed for “passive player identification” only (col. 2, line 57).

Specifically, Cumbers appears to show a method of “tracking selected parameters of play of a player playing a wagering game” (col. 2, lines 63-64) in which a host processor 29 opens a player’s account including data corresponding to the player’s accrued points (col. 5, lines 16-42). These accrued points are typically points toward “comps” or player compensation awards (col. 1, lines 11-18, and col. 2, lines 7-19). These points do not appear to in any way affect the game environment.

The Examiner seems to believe that the game parameters taught by Cumbers influence the game environment, as is recited. These parameters include tracked game information such as the amount of money that the player has wagered or acquired while playing the game. Even if this information were to be considered personal information, Cumbers has no game environment arranger which sets up a game environment based on the personal information.

Therefore, Applicant submits that claims 1 and 7 are allowable because Cumbers does not teach all of the limitations of the claims, and that claims 2-6 and 8-12 are also allowable based at least upon their dependency, directly or indirectly, from claims 1 and 7.

With respect to claims 5 and 11, Applicant submits that they are also allowable because they clearly add features not in the prior art. For example, the features include determining a level of skill of the player to generate skill level information, incorporating the skill level information to the personal information, and reading out or receiving personal information of

AMENDMENT UNDER 37 C.F.R. § 1.111  
Appln. No. 09/855,020

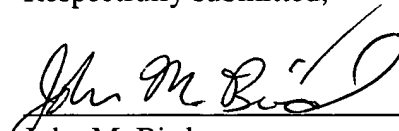
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another player stored in the stored in the data storage as an opponent in a multi-player game,  
based on the skill level information of the player.

In view of the above, reconsideration and allowance of this application are now believed  
to be in order, and such actions are hereby solicited. If any points remain in issue which the  
Examiner feels may be best resolved through a personal or telephone interview, the Examiner is  
kindly requested to contact the undersigned at the telephone number listed below.

Applicant hereby petitions for any extension of time which may be required to maintain  
the pendency of this case, and any required fee, except for the Issue Fee, for such extension is to  
be charged to Deposit Account No. 19-4880.

Respectfully submitted,

  
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Date: April 4, 2002



APPENDIX

VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE CLAIMS:

The claims are amended as follows:

1. (Amended) A game machine comprising:

a player identifier, which identifies a player who wants to play a game;

a data storage, which stores personal information of a plurality of players which have been-played the game; and

a game environment arranger, which reads out the personal information of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the read-out personal information.

6. (Amended) The game machine as set forth in claim 1, wherein the personal information includes at least one of information regarding the skill level of the player, information regarding progress status of the game, information regarding atthe number of tokens acquired in the game, and information regarding growth status in a raising game.

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